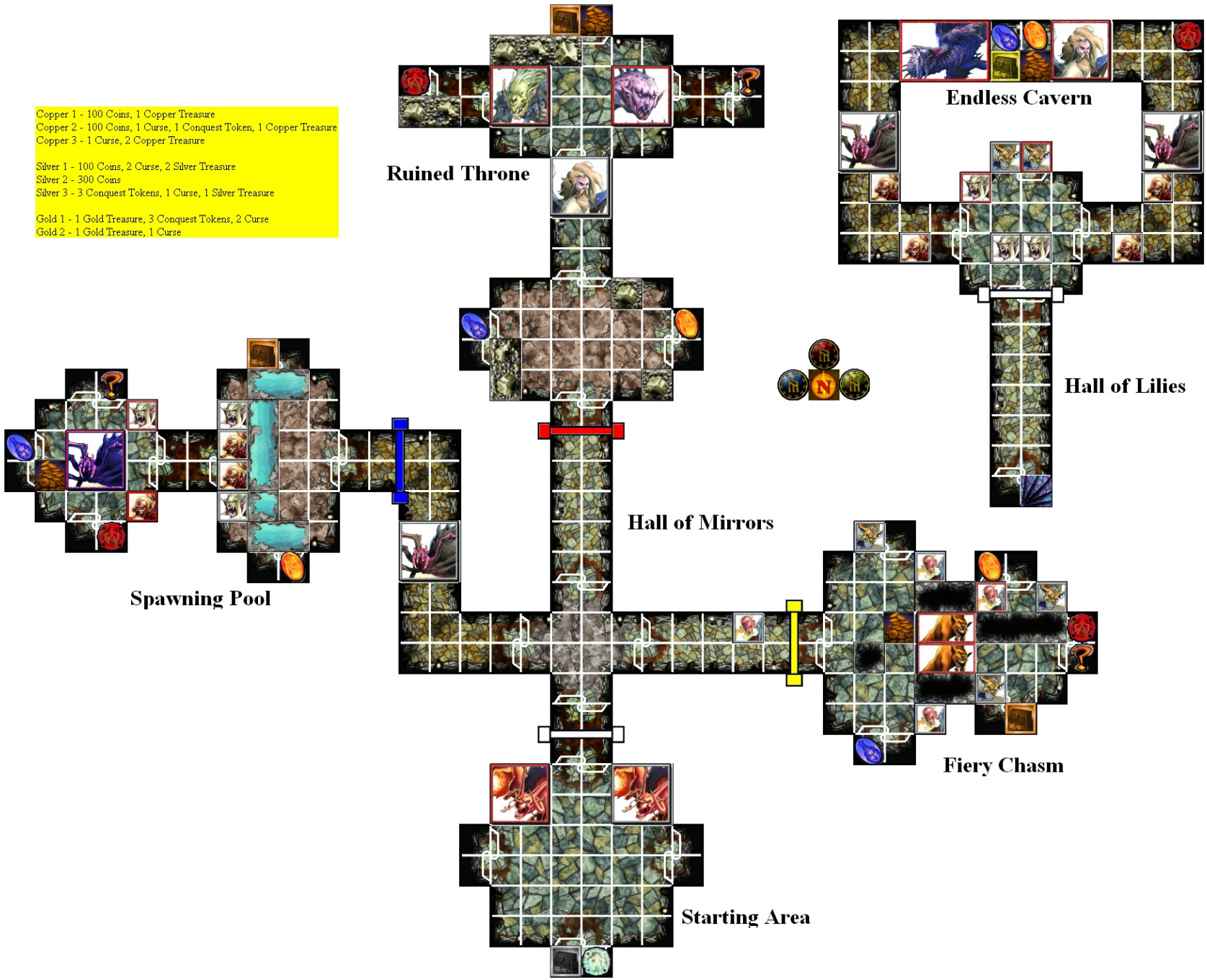
Copper 1 - 100 Coins, 1 Copper Treasure
Copper 2 - 100 Coins, 1 Curse, 1 Conquest Token, 1 Copper Treasure
Copper 3 - 1 Curse, 2 Copper Treasure
Silver 1 - 100 Coins, 2 Curse, 2 Silver Treasure
Silver 2 - 300 Coins
Silver 3 - 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Gold 1 - 1 Gold Treasure, 3 Conquest Tokens, 2 Curse
Gold 2 - 1 Gold Treasure, 1 Curse
Ruined Throne
Endless Cavern
Hall of Lilies
Hall of Mirrors
Spawning Pool
Fiery Chasm
Starting Area

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Fan Created Scenario.

The Mirror Dragon

By Scott Lewis

Quest Background

You are just settling down at a table at the local inn to enjoy a nice bit of rest from your last adventure, and begin to enjoy your food which has been brought to you. You are barely finished draining your first mug when you begin to hear a commotion outside. Despite your weariness, curiosity overcomes you, and you walk out to see what's going on.

Walking down the road toward the town, you see a huge, lumbering Giant. However, something strikes you as odd. Perhaps it's the way he is walking, or the way he barely seems to stay on the path. What's more, you could swear that the closer he gets to town, the SMALLER his image is becoming, rather than larger. Just as he passes the first row of cottages, he collapses. A group of villagers begins to gather, and you suddenly realize that the Giant is now the same size as a regular person. You venture over to the small throng that has gathered, and to your amazement, you discover that it is no giant at all, but a young man.

You roll him over to his back, and notice a strange gleam in his eyes, which are only half shut. Suddenly, he sits up and grabs your tunic, and you find yourself staring into the face of an Ogre! In a harsh, gravelly voice, it cries "You must help us!" The face fades back to that of a man. "The castle. The mirrors. He's come. He has escaped! They have escaped. He is them. They are he! He must....." His voice trails off, and his body goes limp. As he does, you see something reptilian leave his eyes. As you stand up, you see his hand clutching tightly to a ornate golden mirror. Instinctively, you pick it up, and in it, you see a strange castle. Somehow, you find yourself walking down the road from which the man came, knowing where you are going, while not knowing at the same time.

Quest Goals

You have heard rumors of the fabled Castle of Mirrors, but knew not of it's reality until now. Once a bastion of goodness, it was corrupted by a feindish monster many generations ago. A group of runewitches and sorcerers succeeded in trapping this monster in one of the many golden mirrors, but apparently something has set it free.

Your quest is to venture into the Castle of Mirrors, find the monster, and destroy it for good. Being recently released from the mirrors, it's power may be diminished enough to allow defeat. Defeat it you must, or perish. You begin with 8 conquest tokens. As you explore, unlock the Glyphs of Transport you find, and your quest will become easier. If you should ever run out of conquest tokens, the power within the Castle will have triumphed, and you yourself will be trapped in a mirror for eternity.

The Heroes begin the game with all three Rune keys.

Also, note that there are three Copper chests. As the heroes explore, they will discover these rooms one at a time. The third room they enter will have a Silver chest in place of a Copper chest. Simply replace the Copper chest with a Silver one in this instance.

Finally, the mirrors in this Castle absorb the essense of some of the more powerful monsters of the dungeon. As each side room is cleared, note the Master monsters in those areas. As the heroes explore the next room, place those Master monsters adjacent to any monster already in the room. This effect is cumulative. IE, the first room they enter will only have what is shown. The second room will have what is shown, plus the master monsters from the first room. The third room will have what is shown, plus the master monsters from the first two rooms. The Hordes of Things and Brilliant Commander cards still work as printed.

Starting Area

Important:
Do NOT place the Silver Chest in the room at the start of the game. It will appear later, as described below.

When you arrive at the castly, you at first see no doors. After several minutes of exploration, however, you see a gleam along one wall. You look inside, and see your reflection. Your image, however, appears to be in the middle of a small gateroom. You look around, and discover that while you were just standing outside, you are now inside the very gateroom you saw in the mirror. You look back at the mirror, and see a familiar Glyph enscribed on it, glowing with an arcane energy.

Suddenly, you hear a growl behind you. Twirling, you find yourself face to face with two enormous Demonic figures. Readying yourself, you prepare for battle as best you can.

The Demon figures are actually illusions, caused by the strange magic of the mirrors. Use the abilities and values for a regular Beastman instead of the abilities and values of a Demon (the red demon also uses the regular Beastman information).

When the heroes smash the last mirror (which are found in the Spawning Pool, Fiery Chasm, and Ruined Throne):

As the last mirror shatters and the glass falls upon the floor, it suddenly seems to liquify and seep into the cracks and crevices in the ground. You faintly hear a low, rumbling sound coming from the entrance of the Castle. After several seconds, the rumbling stops, followed immediately by a loud smashing noise. You turn to see the mirror with the Glyph of Transport shatter, it's light going out as it does so.

Remove all the Glyphs of Transport from the board. Replace the Glyph of Transport in the Starting Area with a Blue Staircase. Also, place a Silver Treasure chest in the Starting Area where indicated.

Hall of Mirrors

At first, it looks as though this hallway stretches forever. You soon realize, however, that it really is just covered in mirrors. Various panels line the walls. Some are scratched, some are cracked, but many are still unscathed. In front of many of these, you see the remains of previous adventurers. As you glance in one yourself, you see not your reflection, but a twisted, warped version of yourself. You glance down in surprise, only to see that it was an illusion.

Voices and whispers seem to come from the mirrors, but whether they cry in anguish or anger you cannot tell.

Monsters can spawn in this hallway even if the heroes have line of sight to the square. However, no monster may be spawned within 5

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squares of any hero.also in this room.

Spawning Pool

In the middle of this room you see a pool of molten silver and glass. A pale, ghostly mist permeates the air. Several creatures, twisted almost beyond recognition of their true form, crawl from the ooze, and begin to glare at you menacingly.

Glancing at your map, you notice the Yellow and Red runes have faded away.

Do not place the Encounter marker in this room when it is first entered. Instead, it should be placed if the room is ever empty of monsters during the Heroes turns.

When the door is opened, remove the Yellow and Red rune keys from the player's area.

If a Hero ends its move on the Encounter marker:

Searching through the debris and clutter on the floor, you spot a strange silver mirror. You pick it up, and note it's ornate carvings. Some of the mist permeating the room is suddenly drawn towards the mirror, and is absorbed into the glass with a quiet whistling sound.

The Yellow and Red runes on your map strangely begin to appear again.

Give the Yellow and Red runes back to the players.

Fiery Chasm

The smooth, onyx stone composing the floor of this room is cracked in many places. Some of the cracks are wide and deep. A strange, fiery glow eminates from them, though you can see no visible fire, and only feel a faint hint of warmth. Several denizens, glowing with the same strange glow, snarl menacingly at you.

You catch a glimpse of your map as you notice that the Blue and Red runes have mysteriously faded away.

Do not place the Encounter marker in this room when it is first entered. Instead, it should be placed if the room is ever empty of monsters during the Heroes turns.

When the door is opened, remove the Blue and Red rune keys from the player's area.

If a Hero ends its move on the Encounter marker:

As you explore the crevices of the room, a bright gleam catches your eye. You reach down and pick up a startlingly bright golden mirror. As you examine it, ghostly flames seep out from the cracks in the floor and gather around the mirror, where they are absorbed. You look in the mirror, but see nothing but your reflection.

On your map, the Blue and Red runes suddenly reappear, almost as if enscribed by a flame.

Give the Blue and Red runes back to the players.

Ruined Throne

A giant throne, obviously not designed for a human-shaped creature, lies shattered at the rear of this room. Many large chunks are scattered throughout the room. Shadow fills the room, making it hard to see far, though you can make out the eyes of several creatures, noticibly shining from a height much higher than yours.

As you prepare to tuck your map away, you notice that the Blue and Yellow runes have faded with no trace.

Do not place the Encounter marker in this room when it is first entered. Instead, it should be placed if the room is ever empty of monsters during the Heroes turns.

When the door is opened, remove the Blue and Yellow rune keys from the player's area.

If a Hero ends its move on the Encounter marker:

Among the various pieces of rubble, a strange shape catches your eye. You lean closer, and pick up a rough-hewn mirror, cut from a single piece of rock with a perfectly round glass circle in the middle. As you look, it almost seems as if the darkness itself is collecting around the face, and drawn within, though you can see nothing to indicate where it has gone.

A quick check of your map, and you notice the Blue and Yellow runes have reappeared as suddenly as they had faded.

Give the Blue and Yellow runes back to the players.

Hall of Lilies

As you descend the stairs, the smell of decay begins to grow stronger. When you emerge from an alcove at the bottom of the stairs, you see lillies lining the walls of the room, long rotten, but strangely not shriveled. Bones and other remains litter the floor, and you see feet and hands protruding from the walls, as if the walls themselves had swalled people up whole. At the end of the hallway, a bright, mirror door shines, perfect and unspotted from any marking or dust.

Endless Cavern

Your head begins to spin as you look around this strange room. The Hall of Mirrors you encountered earlier is nothing compared to what lies before you. A hallway leads around the back of the room, and the hallway seems to extend forever. Down the hall, you spy many creatures, most notably of which is a line of large, silver Dragons. It takes you a moment before you realize that those Dragons are, in fact, but one Dragon, relfected and amplified by the strangely unmarred mirrors.

You notice that many of the creatures in this room bear wounds, as if they had been in a battle. In horror, you realize that these wounds exactly match those inflicted by you against other such creatures. A quick, closer look, and you realize the wounds themselves are only illusions - the

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creatures are, in fact, very whole.

The Dragon speaks "Fools! You cannot trap me in that glass prison forever, and you were foolish to even try. Now you shall know the anguish of being trapped there. Always seeing, but never hearing, trapped in your own reflection!"

The Dragon in this adventure is the Mirror Dragon. It's stats are that of a regular Master Dragon, except it has Fear 3, 6 extra Health, and is immune to Pierce.

If a Hero is ever killed by any creature in this room, it is not returned to town. Instead, it returns to full health and loses all status markers. Then give the Hero 2 Stun tokens and 1 Web token. This represents the tendrils of some ethereal essense seeping from the mirrors trying to drag them into the prison.

If the Glyph of Tranpsort is activated, give the Heroes 3 Conquest tokens as normal, but remove it from the board.

Whenever a monster is killed, roll one Power die. If the result is a Power Enhancement, nothing happens. If the result is a Power Surge, the Dragon is healed of 2 wounds. If the result is a Blank, the Dragon is healed of 4 wounds and may make an immediate attack, if any heroes are within range of the Breath template.

If the Mirror Dragon is defeated:

As your last attack hits the Dragon, it suddenly loses its footing and collapses. A strange humming sound is heard from your packs, and you pull out the three Mirrors collected previously. As you bring them closer together, the humming grows louder and louder, almost to a deafening level. Suddenly, the Dragon screams in pain, and before your eyes the silver scales seem to crystallize. Without warning, the Dragon shatters into thousands of fragments, as do the mirrors. The humming abruptly ceases, and the mirrors in the room go dark, save one. Looking in that mirror, you see a reflection of yourself in the village, and before you know it, you are in fact there, in a boarding room at the inn.

You leave the room, slightly disoriented, and head to the common area. Taken slightly aback by your entrace, the Innkeeper soon realizes what must have happened, and soon the entire village has gathered to hear the tale of your defeat of the Mirror Dragon.

Some days later, you learn that the castle itself seems to have faded, leaving only a gaping hole where it once stood. Within it, a single glass shard was found, no bigger than your hand. It's face is dark and unreflective, but you can feel a presense within, struggling to get out. With a blacksmith's hammer, you shatter it, trapping the Dragon in it's prison forever.

Give the heroes 4 Conquest Tokens. They have successfully defeated the Dragon and saved the village.

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